

Sevan Mazmanian

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EDUCATION

University of California, Los Angeles

March 2018 – September 2018

Certification, Applications Development

Awarded with Distinction [GPA: 3.96]

- Java – Programmed a game that reads a text file with appropriate formatting and generates a maze
- C# – Simulated a business interface through a Windows Form app with an attached database
- SQL – Modeled a school and its entities, i.e. students, instructors, and classes, with a relational database
- Python – Developed a program that utilizes web API's to provide information about user queries
- HTML – Created a website per design guidelines and went beyond to implement JavaScript functionality

California State University, Northridge

September 2013 – December 2017

Bachelor of Science, Mathematics

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|---|------------|-------------|
| • Computer Architecture and Assembly Language | [Assembly] | Fall 2016 |
| • Data Structures and Program Design | [Java] | Fall 2016 |
| • Introduction to Scientific Computing | [Python] | Spring 2016 |

TECHNICAL SKILLS

Proficient with:	Working knowledge of:	Capable of:
Java, JavaScript, Node.js, C#, SQL, FTP, Unity, Visual Studio, IntelliJ Software	Python, HTML & CSS, C++, Microsoft SQL Server, Assembly, Git	Object-Oriented Programming, Unit & Integration Testing, Expedient Debugging, Application Hosting

SOFTWARE DEVELOPMENT PROJECTS

2D Video Game Projects [C#]

April 2018 – Present

- Developed 4 games using C# in the Unity engine; a time-scored collection game, a space-themed arcade shooter, a randomly generated dungeon crawler, and a platformer with both traditional and touch controls
- Currently designing a larger scale game, incorporating previous experience in its development

Automated Bot [JavaScript]

February 2018 – Present

- Designed and developed a bot agent using JavaScript within the Node.js and Discord.js frameworks for Discord, a cross-platform communication app. New functionality is consistently implemented with user input
- Made use of asynchronous and event-driven systems to properly execute various functions
- Utilized web API's to retrieve hosted data, as well as audio encoding frameworks to stream music on user input
- Debugged errors as they arose and monitored and maintained an externally hosted system

3D Video Game Projects [C#]

March 2018 – May 2018

- Developed 2 games using C# in the Unity engine; a time-scored collection game and a horde survival shooter

Caesar Cipher Encryption [Assembly]

November 2016 – December 2016

- Led a 4-person team to design and develop an assembly program that encrypted and decrypted the contents of a text file through a Caesar Cipher
- Delegated tasks and scheduled work to complete the project ahead of schedule
- Developed the primary encryption and decryption logic and integrated it with the team's work
- Homogenized the 4 distinct coding styles and debugged the resulting code to ensure cohesion in final product

PROFESSIONAL EXPERIENCE

Private Tutor

September 2014 – Present

- Provided tutoring services to underperforming students, specializing in physics and higher level mathematics

Grocery Clerk [Vons]

June 2017 – March 2018

- Met production deadlines in team-oriented setting to ensure a quality customer experience